

read 10/15/92  
discussed 10/15/92

Monkeys Class - Ellis Werner

The monkey should give back  
the monkey wrench, the sketch pad.

the cap worn backwards, <sup>with a new drawing  
the ticket puncher with</sup> and the  
banana peel.

Depends on the skill & training of the monkey  
~~best~~ - individually  
OK - in a bag.

SHINING TIME STATION

"MONKEY'S CLAW"

BY

ELLIS WEINER

From Characters and Storylines created by  
Britt Allcroft & Rick Siggelkow

1ST REVISION  
OCTOBER 6, 1992

SCENE 1  
(MAINSET)

(STACY AND A FRAZZLED-LOOKING RINGMASTER WITH A CLIPBOARD AND PEN ARE TALKING. BEHIND HIM A JUGGLER AND ACROBAT DO TRICKS, ON THEIR WAY OUT TO THE PLATFORM)

STACY:

Moving a circus is complicated.

RINGMASTER:

Not if you're organized like me. I have a system. Everything is here on my list. I check it off as it's loaded on the train. Nothing ever goes wrong.

(SEARCHES POCKETS)

I can't find my glasses.

(HE THRUSTS LIST AT STACY AND SEARCHES AS JUGGLER WALKS TOWARD THEM, JUGGLING. OBJECTS IN AIR, JUGGLER REACHES OVER INTO RINGMASTER'S POCKETS, GETS GLASSES, AND HANDS THEM TO HIM)

RINGMASTER:

You see? I knew I put them in a safe place.

SFX: TRAIN ABOUT TO LEAVE PLATFORM

VO:

All aboard!

*Contortionist* RINGMASTER:  
(TO ACROBAT, IN KNOTS)

Will you kindly untie yourself and get on that train?

SFX: TRAIN WHISTLE

SCENE 1 (CONT'D)

RINGMASTER:

(TO DAWDLING ACROBAT)

Now please? We're late.

(TO STACY)

Never work with a contortionist unless you absolutely have to. See you next year!

*They set all worked up  
in themselves*

(STACY WAVES GOODBYE AS RINGMASTER, JUGGLER AND ACROBAT RUSH OUT TO TRAIN. STACY REALIZES SHE HAS THE LIST.)

STACY:

Wait! You forgot your list!

SFX: TRAIN LEAVING STATION

STACY (CONT'D):

Oh well. I'm sure he has another copy.

SFX: MR. CONDUCTOR APPEARS

(MR. CONDUCTOR IS HOLDING A FULL SIZE COTTON CANDY CONE, WHICH TOWERS OVER HIM LIKE THE LEANING TOWER OF PISA. HE SURVEYS IT)

MR. C:

They ought to give directions with cotton candy.  
How do you eat it? A little bite at the side?  
The whole thing could fall down.

(TOUCHES IT)

SCENE 1 (CONT'D)

MR. C (CONT'D):

Sticky stuff, too. It  
never comes out of  
clothes, or your hair.  
But in your mouth, it  
disappears. Take a bite  
and you've got nothing,<sup>but</sup> a  
mouthful of air.

(THE KIDS AND STACY WATCH, AMUSED)

DAN:

Want any help, Mr. Con-  
ductor?

MR. C:

That's very generous of  
you.

(HANDS IT TO DAN)

Don't help too much.  
How'd you like the cir-  
cus?

KARA:

The best one ever.  
Really.

MR. CONDUCTOR:

You say that every year.  
Anyway, I came for my  
sketch pad. I seem to  
have left it here.

BECKY:

You mean that little note  
pad?

MR. C:

Little to you. Anybody  
seen it around?

SCENE 1 (CONT'D)

STACY:

I think I saw it on a bench outside. Let me just get my cap and I'll check.

MR. C:

What's it doing outside?

(STACY LOOKS AROUND FOR HER CAP)

MR. C:

Cotton candy. I wonder what silk candy would be like....Probably fewer calories but not as good.

STACY:

Okay, where's my cap?  
Come on, you guys. Stop kidding around.

MR. C:

Forget it, Stacy. I'll go look myself. But I'm sure I left it in here...

*you look for your cap  
& I'll look for my ~~notepad~~*

*sketch pad*

(TAKES COTTON CANDY CONE BACK; MOST IS GONE)

and thanks for the, uh,  
"help".

(HE DISAPPEARS)

STACY:

His pad, my cap--what's going on?

(ALL SHRUG)

SCENE 2  
(INT. JUKEBOX/VAULT)

(TITO IS ALONE AND HIGHLY AGITATED)

TITO:

Everything's okay...  
everything's okay...

(THE ELEVATOR ARRIVES AND OPENS:  
DIDI IS THERE)

DIDI:

Hey, Tito? Everything  
okay?

TITO:

No, everything is NOT  
okay. Stacy's missing  
her cap, Mr. Conductor's  
missing his pad--it's  
just a matter of minutes  
before something happens  
to my nickels.

DIDI:

Aw, come on. Everybody  
got all excited with the  
circus in town, and they  
misplaced some of their  
stuff. That's all.

TITO:

That's easy for you to  
say, Didi. You're  
not...a collector.

DIDI:

Right. I'm a musician.  
So are you. And we need  
you to rehearse.

SCENE 2 (CONT'D)

TITO:

Oh, all right!

(TO NICKELS)

I'll be back later, my  
darlin's. Will you be  
...okay?

DIDI:

Tito!

TITO:

OKAY!

(HE SCURRIES OVER TO HER)

SCENE 3  
(MAINSET)

(BILLY STANDS OUTSIDE HIS WORKSHOP,  
LISTENING TO NOISES INSIDE. HE  
WAITS, THEN GENTLY BUMPS DOOR OPEN)

BILLY:

Hello? Somebody in here?

(HEARS SOMEONE NEARING THE DOOR)

Come on out of there.  
This is a private work-  
shop.

(MR. CONDUCTOR COMES OUT)

MR. C:

It's only me Billy.

BILLY:

Mr. Conductor! Sorry, It  
didn't sound like you.

MR.C:

That's okay. I was  
looking for my sketch  
pad.

BILLY:

Come on in, I'll help.

SCENE 4

(INT. WORKSHOP)

(BILLY AND MR. C LOOK AROUND)

MR. C:

My sketch pad means a lot  
to me. It has some old  
drawings I don't want to  
lose.

BILLY:

Sure, I understand. But  
I don't see it here-  
abouts. I was looking for  
my....

(HE TRAILS OFF, LOOKING FOR WRENCH.  
CAN'T FIND IT)

MR. C:

What?

BILLY:

My monkey wrench. It was  
right here.

MR. C:

What do you mean?

BILLY:

My monkey wrench. It's a  
tool; like a claw, with a  
tightening screw--

with a handle <sup>or M</sup> and a  
with a screw to tighten it

MR. C:

And it's missing too? It  
must be in the station.  
Let's go look.

BILLY:

It can't be. I left it  
here--

SCENE 4 (CONT'D)

MR. C:

It has to be. Come on!

(HE DISAPPEARS. BILLY SHRUGS,  
EXITS TO STATION JUST AS--A LARGE  
SHADOW APPEARS ON THE WORKSHOP  
WALL)

CUT TO:

SCENE 5  
(TICKET BOOTH)

(ANGLE ON TICKET BOOTH-MR. CONDUCTOR APPEARS AND IMMEDIATELY SEES THAT--)

(MR. C'S POV-IN THE ARCADE SCHEMER IS CONTEMPLATING HIS CHANGE MAKER, ENJOYING ITS HEFT)

(MR. C REACTS, AND DISAPPEARS JUST AS BILLY EMERGES FROM WORKSHOP. BILLY LOOKS AROUND, SEES NEITHER MR. C NOR WRENCH, LOOKS EXASPERATED, AND HURRIES ON OUT TO PLATFORM. THE KIDS, MEANWHILE, ARE PLAYING IN THE CORNER NEAR THE SIGNAL HOUSE)

(SCHEMER IS OBLIVIOUS OF ALL THIS. HE'S GIGGLING)

SCHEMER:

Feel that. The heft, the weight. We are talking coins. We are talking zillions of people who came to the station on their way to the circus, stopped in the Arcade, and forked over their nickels. Heavy-wevvy.

(PUTS IT DOWN, PREENS IN JUKEBOX; STOPS, FROWNS)

Ah-ha! The curl has been disturbed. Hey, why not. All this excitement, all these customers, all this money--it happens. Time for a little touch-up.

The curl is beginning to say

(REACHES INTO POCKET FOR COMB; REACTS)

The comb? Hello? The sacred comb? For the sacred curl?

SCENE 5 (CONT'D)

(HE NOTICES THE KIDS, AND SAUTERS  
OVER) N  
✓

(ANGLE ON KIDS-SCHEMER INTERRUPTS)

KARA:

Hi, Schemer.

SCHEMER:

Oh, really? Is that how  
it is? "Hi, Schemer?"  
Please.

DAN:

Please what?

SCHEMER:

Puh-leeze return my comb.  
You I trust. Sort of.  
These girls--uh-uh. They  
took it. It's a girl  
thing. Combs, brushes--was  
I born yesterday? I  
think not.(re girls) Book  
'em, Dan-O.

BECKY:

Schemer, are you, like,  
talking in your sleep  
or something?

SCHEMER:

No I am not, Miss Rebecca. Now I will thank you  
to return my personal  
grooming tool immediate-  
ly.

KARA:

Schemer, nobody stole  
your comb.

SCENE 5 (CONT'D)

SCHEMER:

Oh yeah? Then where is it?

KARA:

Maybe you left it home or outside or something.

SCHEMER:

That's ridiculous. It couldn't possibly be outside.

(BEAT; SILENCE)

Well. I don't have to put up with this. I'm looking outside.

(HE TURNS AND STRIDES OUT. THE GIRLS LAUGH, BUT DAN LOOKS WORRIED)

BECKY:

Schemer is so weird.

KARA:

Dan, you look seasick.

DAN:

Maybe whoever took Stacy's cap took Schemer's comb, too.

(MR. CONDUCTOR APPEARS)

MR. C:

I heard that. And remember my sketch pad.

looks ~~worried~~ <sup>really</sup> / confused  
more  
than usual

SCENE 5 (CONT'D)

DAN:

What's going on, Mr. Conductor? Is everyone all of sudden getting clumsy at the same time?  
Or...I don't know...

✓ careless

KARA:

Or maybe there's a thief in Shining Time Station.

(A BEAT OF SILENCE. THE KIDS DON'T ACCEPT THAT)

BECKY:

But it's such a strange collection of stuff. A pad, a hat, a comb--what kind of thief ~~takes~~ things like that?

would take

MR. C:

Maybe that's another thing to be scared about.

DAN:

I wish you wouldn't talk like that, Mr. Conductor.

MR. C:

Okay. You're right. It's probably just some coincidence. Because it really is possible to be scared for no good reason. Remember Henry, on the Isle of Sodor?

(THEY SHAKE HANDS)

You will in a minute.

(HE BLOWS WHISTLE)  
DISSOLVE TO:

SCENE 6

TTE: " THE SAD STORY OF HENRY".

SCENE 7  
(MAINSET)

(THE KIDS REACT WITH SURPRISE)

KARA:

That's it? That's the end?

BECKY:

They just leave Henry in the tunnel and brick it up?

DAN:

That's not very nice.

MR. C:

Henry just needs time off to work out his problems. He's got to get over his fears. You see--

(ANGLE ON MAIN AREA-STACY RETURNS FROM PLATFORM, ANNOYED. BILLY FOLLOWS CLOSE BEHIND)

STACY:

Okay, kids, that's it. Taking my hat is one thing, but this joke has gone too far. Where's my ticket punch? I need it and I need it now.

BILLY:

I don't think it's them, Stacy.

STACY:

Then who is it?

SCENE 7 (CONT'D)

BILLY:

I don't know, but something is going on. Things are missing all over the station.

STACY:

Who's doing it? Schemer?

(ANGLE ON PLATFORM-SCHEMER APPEARS FROM OTHER DIRECTION, FULLY ARMED: CATCHER'S MASK, BANANA PEEL, HAND MIRROR, FLASHLIGHT AND SODA CAN, WHICH HE IS SHAKING)

SCHEMER:

*Inspector Schemer*  
*n* At your service!

(ANGLE ON MAIN AREA-SCHEMER JOINS THE OTHERS AS MR. CONDUCTOR QUICKLY DISAPPEARS)

BILLY:

This better be good,  
Schemer.

SCHEMER:

I don't believe in "good", Billy. I believe in great!

STACY:

At this point I'll take good.

SCHEMER:

Your theft problems are solved, Miss Jones. Behold...the Schemer Personal Protection Program.

*splash with*  
*perhaps with a*  
*shaky french accent*  
*ala Inspector*  
*Cleaver*

SCENE 7 (CONT'D)

(SCHEMER DISPLAYS THE STUFF)

SCHEMER (CONT'D):

Impressive, isn't it?

STACY:

I assume all this junk  
has a purpose?

SCHEMER:

You can assume that  
again. My one man all  
purpose home and body  
security package: Is  
someone lurking at your  
window? This blood-  
curdling mask scares him  
away. Is he hiding  
behind your back? My hi-  
res, no-fog mirror de-  
tects him immediately.  
Is he attacking you  
head-on, or trying to  
slip away? Throw the  
genuine, all natural  
banana at his feet. The  
assailant falls!

(SCHEMER FALLS HIMSELF TO DEMON-  
STRATE)

Ka-boom! The end.

DAN:

What's the soda for?

BECKY:

In case he offers you a  
slice of pizza?

KARA:

In case you get thirsty  
waiting for him to give  
up?

SCENE 7 (CONT'D)

SCHEMER:

(SHAKES CAN)

The soda, my obnoxious  
<sup>Inquisitive</sup>  
young friends, is for  
spraying in his face,  
confusing him long en-  
ough to tie him up with  
the net and call the  
authorities.

(DRAMATICALLY)

There's a thief loose.  
No one is safe without  
me.

STACY:

Don't jump to conclu-  
sions. Just because your  
comb is lost--

DAN:

And your cap.

BILLY:

And my monkey wrench.

BECKY:

And your ticket puncher.

BILLY:

That's an awful lot of  
things to disappear in  
such a short time.

STACY:

Billy, can I speak with  
you for a moment?  
Privately.

SCENE 7 (CONT'D)

SCHEMER:

No secrets! That's not nice!

(ANGLE ON STACY AND BILLY-THEY WHISPER)

STACY:

Okay. Maybe there is a thief. But who?

BILLY:

I thought Mr. Conductor took...I mean borrowed my monkey wrench.

STACY:

And I accused the kids of taking things. As a prank but still...

(ANGLE ON SCHEMER-HE IS TRYING TO EAVESDROP: CRANES OVER TO LISTEN, THEN, WHEN THEY GLARE AT HIM, HE DRIFTS AWAY)

(OFF THEIR REACTION, RETURN TO STACY AND BILLY STILL WHISPERING)

BILLY:

You know, Schemer may be right about the thief.  
Even a broken clock is right twice a day.

} good line

STACY:

I don't know which is worse. If it's a stranger, or someone we know.

✓ would be

SCENE 7 (CONT'D)

BILLY:

*One*  
Only way to find out. We  
need to set a trap.  
Tonight, we hide in the  
dark 'til the thief  
comes, then we find out  
who it is.

(STACY NODS, AGREEING WITH BILLY)

SCHEMER:

Three dollars apiece,  
I'll guard you helpless  
children. What's that,  
ten dollars?  
*Let's see 3 children, 3 dollars each*  
KARA: *that comes to \$10*

Three times three is  
nine.

SCHEMER:

Isn't that what I said?

(STACY RETURNS TO THE KIDS AND  
SCHEMER)

STACY:

Kids, I want you to go  
home. Now.

KARA:

What for? It's early.  
There's no school to-  
morrow.

STACY:

We have special work to  
do.

SCENE 7 (CONT'D)

BECKY:

Catching a thief? Great!  
We'll help.

(BEHIND THEM, A LARGE DARK SHADOW  
PASSES)

STACY:

You can't stay. It could  
be dangerous.

DAN:

Oh, cool!

BECKY:

Come on, Stacy! I've  
never done anything dan-  
gerous.

STACY:

We don't even know <sup>if</sup> <sup>really</sup> there  
is a thief. We may stay  
up all night and catch  
nothing.

KARA:

Even staying up all night  
sounds really neat.

STACY:

This isn't a game. It's  
serious. And I want you  
to go home. Now.

(THE KIDS GIVE IN. THEY FILE TOWARD  
THE PLATFORM UNDER--)

DAN:

I hope there is a thief.

~~Well~~ Please Stacy, we ~~want~~  
~~well~~ stay far away from ~~it~~  
anything dangerous.

SCENE 7 (CONT'D)

STACY:

Goodbye!

BILLY:

So long.

(THE KIDS ADLIB GOOD-NIGHT, EXIT)

BILLY:

Stacy, let me ask you something. Be honest.  
Are you afraid?

STACY:

Of the dark, no. Of sitting in the dark, maybe. Of sitting in the dark to catch a thief, yes.

BILLY:

Then why don't you head on out of here. Let me do it alone.

STACY:

Absolutely not. Shining Time Station is my station, and whether I'm scared or not, it's my job to stay here and protect it.

(STACY SMILES NERVOUSLY AS A LARGE, DARK SHADOWED FORM PASSES BEHIND HER UNNOTICED)

SCENE 8  
(INT. JUKEBOX)

(MAIN AREA-PUPPETS STAND AROUND-WORRIED)

TITO:

Oh, I don't care for this. Just waitin' around for something terrible to happen.

GRACE:

It makes you stop and wonder, doesn't it?

DIDI:

About what?

GRACE:

What if this thief is just stealing the little stuff to warm up? What if he--or she--starts taking big stuff next?  
Like...us?

like the jukebox?

(ALL SCREAM, TERRIFIED)

DIDI:

That's not funny, you guys. What if the thief steals the jukebox and we get fired! What if I end up tossing popcorn at the carnival?

doesn't quite work

TITO:

Tossing what, baby?

for me

DIDI:

Tossing popcorn. It was my last job.

perhaps because  
→ can completely  
analyze it

SCENE 8 (CONT'D)

WAVY DISSOLVE TO:

DIDI'S FLASHBACK: INT. NIGHT- THE POPCORN MACHINE

(DIDI STANDS KNEE DEEP IN POPCORN AS MAIZE, NEARBY, CRACKS JOKES. DIDI GIVES A RIM SHOT ON HER SNARE DRUM AS A PUNCHLINE TO MAIZE'S JOKES)

✓

DIDI(VO):

The popcorn machine was  
in a travelling carnival.  
When I wasn't throwing  
popcorn in the air, I  
had to double up with  
an ear of corn named  
Maizy. Maizy popped up  
with her silly jokes,  
and I'd play the snare  
drum.

MAIZY:

What do you do for a  
sick bird? Get him  
treatment!

(DIDI HITS DRUMS)

DIDI:

Oh please!

MAIZY:

What do you do with a  
blue elephant? Take  
him to the circus and  
cheer him up.

(HITS DRUM)

DIDI:

Ugh! Stop!

SCENE 8 (CONT'D)

DIDI(VO):

Sure, it sounds  
glamorous. But Maizy's  
jokes were so corny, they  
began to drive me nuts!

MAIZY:

What's red and goes  
"Ho-Ho-Ho-plop"?  
Santa Claus laughing  
his head off.

DIDI:

Yuck! That's enough!

MAIZY:

What's Tarzan's fav-  
orite Christmas Carol?

DIDI:

Hark Ye Hairy Apes'll  
Swing?

MAIZY:

Wrong! Jungle Bells!

(INSERT: THE PUPPETS ARE WIDE-EYED  
AND SYMPATHETIC)

DIDI:

And the whole time I had  
to toss the popcorn, toss  
the popcorn..It's not as  
much fun as it sounds.  
Your arms get tired. And  
you breathe in all that  
salt.

why?

RESUME FLASHBACK

(DIDI AND MAIZY. DIDI TOSSING  
POPCORN)

SCENE 8 (CONT'D)

DIDI(VO):

Finally, one day, I'd  
had enough!

MAIZY:

What's black and white  
and red all over?

DIDI:

A--a, uh--

MAIZY:

An embarrassed penguin  
reading a newspaper to  
a sunburned nun!

DIDI:

AHHHHHHHHH!

(DIDI TOPPLES OVER FACE-DOWN INTO  
THE POPCORN. SHE LIES THERE,  
STILL. SILENCE)

MAIZY:

Come on, get up!

(BEAT; NOTHING)

I can't tell the jokes  
if there's nobody there  
to listen! Come on!  
What do you...what's the  
difference between a...

(SHE TOTTERS)

What do you call...

(SHE FALLS OVER, UNCONSCIOUS. DIDI  
SLOWLY ROUSES HERSELF FROM THE  
POPCORN, SITS UP, SEES THE INERT  
MAIZY, AND SIGHES)

} what's the motivation behind  
the act?

boredom ?

exasperation ?

fall asleep ?

fugue response ?

? fall asleep?

SCENE 8 (CONT'D)

DIDI:

Whew!

RESUME - DIDI AND PUPPETS ARE IN PRESENT

DIDI:

As long as I pretended to be asleep, Maizy couldn't tell her jokes. Nobody made any popcorn. Finally they took us both out of the machine. I took the strong arms I got from doing all that hard work, and kept practising to play the drums!

because nature was listening.  
dealing  
explain  
do they need to be in  
a machine?

GRACE:

What happened to Maizy?

DIDI:

Last I heard, she had a job with a cereal company.

TITO:

I believe it. A big corn flake like that.

REX:

Popcorn's loss is our gain, Didi.

DIDI:

Ah, guys, thanks. You're the best. I hope whoever steals us, keeps us together.

(ALL REACT WITH TERROR. FINALLY--)

SCENE 8 (CONT'D)

TITO:

Now look, people. We can't just sit around being scared. Let's play something. That'll take our mind off things.

REX:

How about a song that Australian troops used sing the night before a battle? To calm 'em down.

TEX:

One order of "Waltzing Matilda" coming up,  
Rex. And a one, a  
two--

INTO PUPPET SONG:  
"WALTZING MATILDA"

28A

EPS. #320 - "MONKEY'S CLAW"

"WALTZING MATILDA" (2:39)

(13 BAR INTRO)

( - - )

( - - )

( - - )

( - - )

( - - )

( - - )

( - - )

( - - )

( - - )

( - - )

( - - )

( - - )

( - - )

( - - )

TEX:

JOLLY

BESIDE THE

THERE ONCE WAS A SWAG MAN CAMPED IN A BILL-A-BONG

(2 BARS)

( - - )

( - - )

UNDER THE SHADE OF A COOLIBAR<sup>H</sup> TREE

(3 BARS)

( - - )

( - - )

( - - )

"WALTZING MATILDA" (CONT'D)

TEX:

WATCHED & WAITED WHILE HIS BILLY BOILED  
 AND HE SANG AS HE LOOKED AT HIS OLD BILLY BOILING

(1 BAR)

WHO'LL COME A-WALTZING MATILDA WITH ME

(5 BARS)

( - - )

( - - )

( - - )

( - - )

( - - )

BILLABONG

DOWN CAME A JUMBUCK TO DRINK AT THE WATERHOLE

(2 BARS)

( - - )

( - - )

UP JUMPED THE SWAGMAN AND GRABBED HIM WITH GLEE

(3 BARS)

( - - )

( - - )

( - - )

THAT JUMBUCK

AND HE SANG AS HE STOWED HIM AWAY IN HIS TUCKERBAG, YOU'LL..

(1 BAR)

YOU'LL COME A-WALTZING MATILDA WITH ME

(MORE)

28 C.

"WALTZING MATILDA" (CONT'D)

(3 BARS)

( - - )

( - - )

( - - )

TEX/REX:

WHO'LL COME A-WALTZING MATILDA, ME DARLIN'?

400 LL  
WHO'LL COME A-WALTZING WITH ME?

WALTZING MATILDA AND LEADING A WATERBAG

400 LL  
WHO'LL COME A-WALTZING MATILDA WITH ME?

(7 BARS)

( - - )

( - - )

( - - )

( - - )

( - - )

( - - )

( - - )

( - - )

( - - )

( - - )

WALTZING MATILDA (5x)

WH0 LL

AND HE SANG AS HE  
STOWED THAT  
JUMPBUCK IN HIS  
TUCKERBAG

(MORE)

"WALTZING MATILDA" (CONT'D)

TEX:

DOWN CAME THE SQUATTER <sup>ON</sup> A RIDING HIS THOROUGHBRED

(2 BARS)

( - - )

( - - ) <sup>TROOPERS</sup>

DOWN CAME THE POLICEMEN-ONE TWO THREE

(2 BARS)

( - - )

( - - )

"WHOSE IS THE JUMBUCK YOU'VE GOT <sup>THERE</sup> IN YOUR TUCKERBAG? YOU'LL...  
YOU'LL COME A-WALTZING MATILDA WITH ME"

(2 BARS)

( - - )

( - - )

TEX/REX:

UP JUMPED AND SPRANG INTO BILLABONG  
BUT THE SWAGMAN HE GOT UP AND HE JUMPED INTO THE WATERHOLE

DROWNING HIMSELF BY THE COOLIBAR TREE

AND HIS GHOST MAY BE HEARD AS IT SINGS IN THE BILLALONG, WHO'LL..

(SPOKEN) "WHO'LL COME A-WALTZING MATILDA WITH ME"

( 2 BARS)

( - - )

( - - )

(MORE)

28E.

"WALTZING MATILDA" (CONT'D)

TEX:

WHO'LL COME A-WALTZING MATILDA, ME DARLIN'?

WHO'LL COME A-WALTZING MATILDA WITH ME?

TEX/REX:

WALTZING MATILDA AND LEADING A WATERBAG

WHO'LL COME A-WALTZING MATILDA WITH ME? }

(4 BARS & OUT)

( - - )

( - - )

( - - )

( - - )

SCENE 9  
(INT. STATION)

(ARCADE-NIGHT-THE JUKEBOX IS ABLAZE IN AN OTHERWISE DARK AND EMPTY ARCADE. IN THE GLARE OF LIGHTS, WE SEE STACY'S FACE, OBVIOUSLY FRIGHTENED BUT IN CONTROL. SHE PEERS AT THE MACHINE, THEN SUMMONS UP COURAGE)

STACY:

All right, come out from behind that jukebox.

(SHE CLEARS HER THROAT TO MAKE IT SOUND HUSKY AND FIERCE)

Don't try to scare me with music. Because I'm not scared.

(A SUITCASE IN THE LUGGAGE AREA FALLS TO THE FLOOR)

(STACY DRAWS A FRIGHTENED BREATH, BUT STANDS HER GROUND)

STACY (CONT'D):

I know where you are.  
And I'm giving you one more chance to come out of there.

(THE SUITCASES START TO CREEP TO THE EXIT. STACY BARKS)

Now you woke up the dogs.  
You'd better turn yourself in or I'll unleash the dogs.

(MAKING MORE ANGRY ANIMAL NOISES, STACY RATTLES HER KEY CHAIN)

Okay! Here they come!

(IN THE DARKNESS, WE HEAR THE KIDS SCREAM. STACY PLAYS HERE) FLASH-LIGHT ON--THE KIDS FLEEING, YELLING)

✓ EVTS HER

SCENE 9 (CONT'D)

STACY:

Dan, Kara, Becky, it's  
only me.

(THEY STOP, SETTLE DOWN)

Wait a minute. What are  
you doing here?

DAN:

We wanted to see you  
and Billy catch the  
thief.

STACY:

This is no place for you  
kids. You belong home.

DAN:

Don't be mad, Stacy.

BECKY:

We just wanted to have  
fun.

STACY:

This is not fun.

KARA:

Okay, we'll go home now.

STACY:

Walk home in the dark?  
Are you kidding? I'm  
calling your parents to  
come get you.

(STACY EXITS. THE KIDS ROLL THEIR  
EYES)

SCENE 9 (CONT'D)

BECKY:

Boy, has she lost her  
sense of humor.

KARA:

I knew this was a bad  
idea.

BECKY:

What's happened to everyone? Stacy's grouchy. Billy looks like my dad when he gets a flat <sup>tire</sup> and there's no spare tire in the trunk. And Mr. Conductor is...I don't know. Nervous.

] *Impose?*

KARA:

Maybe they're all scared.

(THE KIDS REACT)

BECKY:

Grownups don't get  
scared.

DAN:

Yeah. Only babies do. Not  
me.

SFX: A BOX FALLS

(THE KIDS ALL JUMP)

KARA:

You both jumped. You're  
scared.

SCENE 9 (CONT'D)

BECKY:

I don't care what you think. I'm not and I know it.

KARA:

Prove it. There's a song in the picture machine about being afraid. *I dare you to watch it.*

*I'll bet you I'm afraid to watch it.*

(DAN AND BECKY LOOK AT EACH OTHER)

BECKY:

I will if you will.

DAN:

(TO KARA)

And I will if you will.

KARA:

Deal.

(THEY GO TO MACHINE AND CRANK IT UP)

SCENE 10

VIDEO-BEING AFRAID AND OVERCOMING  
THE FEAR

SCENE 11  
(MAINSET)

(NIGHT-DIM LIGHT)

KARA:

So that means we're afraid of somethings we don't have to be afraid of.

I Guess  
Sometimes

DAN:

We don't have to be afraid if we're imagining them. But what if this is real?

KARA/BECKY:

Dan! Do you have to say that! (etc--adlib worry)

(MR. CONDUCTOR APPEARS)

BECKY:

Mr. Conductor, are you afraid too?

MR. C:

People are usually afraid of things they don't understand. And I don't understand what everyone is so afraid of. So you could say that I'm scared like the rest of you.

KARA:

Can't you do something magical and make everything all right again.

SCENE 11 (CONT'D)

MR. C:

I wish I could, Kara.  
But being afraid is one  
of those things that  
can't be magicked away.  
Everyone is scared of  
something, even engines.

BECKY:

Engines? You mean like  
when Henry was afraid?

MR. C:

Exactly. Why don't I  
tell you what happened  
to him? Maybe it will  
help us forget about  
being afraid.

HE BLOWS HIS WHISTLE

SCENE 12

TTE #4 -THOMAS, GORDON, AND HENRY

SCENE 13  
(MAIN AREA)

BECKY:

Henry got out of the tunnel and he wasn't and he wasn't afraid anymore.

MR. CONDUCTOR:

That's because he learned there was nothing to be afraid of, and because he had some help from his friends.

(MR. CONDUCTOR POPS OFF)

(STACY JOINS THE KIDS)

DAN:

Aunt Stacy, where were you?

STACY:

Phoning parents. Yours.

BECKY:

Do you guys hear anything?

(ALL STOP, POISED, LISTENING. BEAT)

BECKY:

No. Never mind.

SFX: INTRUDER IN THE STATION

STACY:

Like that?

KARA:

Yes like that! What is it?

SCENE 13 (CONT'D)

STACY:

Come on. Stay close to me.

(SHE LEADS THEM AROUND STATION,  
WHISPERING)

STACY:

Billy...Billy?

DAN:

Is he missing, too?

STACY:

It's our signal. I call three times softly and he comes. Billy. Billy. Billy.

(NO ANSWER)

DAN:

Call him four times.

(STACY FOLLOWS HER LIGHT ALONG WALL. SCARY SHADOWS HOVER. THEN A FUGURE DARTS IN THE LIGHT) ✓ I

SHADOW(VO):

Aaaaaargh!

(EVERYONE SCREAMS. STACY'S LIGHT DARTS WILDLY AS A NET FALLS ON HER AND SHE SCREAMS)

(ALL RUN IN DIFFERENT DIRECTIONS AS A HUGE FIGURE, IN STRANGE CLOTHES, TRIES TO FLEE)

(BILLY RUSHES IN AND GRABS THE FUGURE. IT'S SCHEMER, IN HIS SUPER HERO GUISE)

SCENE 13 (CONT'D)

BILLY:

Schemer! What are you  
doing here?

SCHEMER:

Hands off! Hands off!  
I had to protect my  
arcade.

(A HAIRY MONSTER ARM APPEARS BEHIND  
HIM)

(THE CREATURE MOVES AROUND THE DIM  
STATION. EVERYONE POINTS TO IT IN  
SILENT TERROR. STACY MOVES TO THE  
LIGHT SWITCH, READY TO TURN IT ON.  
IN HER FLASHLIGHT SPOT, WE SEE  
BILLY POISED TO JUMP THE CREATURE.  
THE KIDS CLUTCH EACH OTHER, TERRI-  
FIED)

STACY:

(WHISPERS)

Ready, Billy?

(BILLY NODS SHARPLY. PAUSE. STACY  
DOESN'T SEE)

BILLY:

Stacy, hit the lights  
when I say three.

STACY/SCHEMER/KIDS:

(HYSTERIA)

Oh no! It's King Kong!  
He's going to get us all!

BECKY:

Felicity!

BILLY:

It's a monkey?

SCENE 13 (CONT'D)

BECKY:

A chimpanzee. Baby  
Felicity from the circus.  
She's very friendly.

SCHEMER:

Just keep her out of the  
Arcade. I don't believe  
in letting monkeys into  
human entertainment  
areas.

(FELICITY GOES OVER TO SCHEMER AND  
MAKES A FACE. SCHEMER MAKES A FACE  
BACK. THEY TRACE FACES AS WE--)

DISSOLVE TO:

kid will want to  
see more of the  
monkey

see suggestion for  
ending

SCENE 14  
(STATION)

(NEXT DAY- THE RINGMASTER IS THERE WITH FELICITY)

RINGMASTER:

It serves me right for forgetting my clipboard. I hope she didn't bother you too much.

and leaving Felicity behind

STACY:

Oh no! We had an interesting evening with her.

SFX: TRAIN ABOUT TO LEAVE THE STATION

RINGMASTER:

This time we're really leaving. Now, have I forgotten anything?

(FELICITY WALKS OUT WEARING STACY'S CAP. HE GIVES THEM TO THE RINGMASTER, THEN TAKES HIS HAND...THE RINGMASTER GIVES THE STOLEN ITEMS TO STACY. AS THEY WAVE GOODBYE, FELICITY KEEPS LOOKING AROUND)

notes have the monkey give them back one at a time

SCHEMER:

I'm sorry to see her go.

(TO BILLY AND STACY SNEERING)

And to think you were afraid of such a cute little critter.

(AS SCHEMER SHAKES HIS HEAD IN "AMAZEMENT" AT STACY AND BILLY, MR. CONDUCTOR APPEARS, REARS BACK, AND GIVES A MIGHTY TARZAN YELL. SCHEMER SCREAMS AND GOES RUNNING FROM THE STATION, AS THE OTHERS LAUGH)

END

alternative ending  
monkey puts  
banana peel on  
Schemer's head  
or monkey traps  
Schemer on shoulder  
and chokes him.